BOXLIGHT
Presenting a Better Way

**Multimedia LCD Projector**

# CP-630i

## USER'S MANUAL
Please read this user's manual thoroughly to ensure correct usage of this projector.

## BEDIENUNGSANLEITUNG
Bitte lessen Sie diese Bedienungsanleitung zugunsten der korrekten Bedienung aufmerksam.

## MANUEL D'UTILISATION
Nous vous recommandons de lire attentivement ce menuel pour bien assimiler le fonctionnement de l'appareil.

## MANUAL D'ISTRUZIONI
Vi preghiamo voler leggere attentamente il manuale d'sitruzioni in modo tale da poter comprendere quanto riportato ai fini di un corretto utilizzo del proiettore.

## MANUAL DE USUARIO
Lea cuidadosamente este manual del usuario para poder utilizar corretamente el producto.

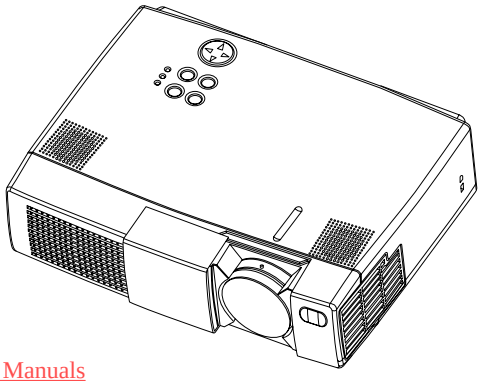
## GEBRUIKSAANWIJZNG
Lees voor het qebruik alstublieft deze handleiding aandachtig door, om volledig profijt te hebben van de uitgebreide mogelijkheden.

## BRUKERHÅNDBOK
Vennligst les denne bruksanvisningen grundig for å være garantert driftssikker bruk.

## INSTRUÇÕES DO PROPRIETÁRIO
Para assegurar o uso correto do equipamento, por favor leia atentamente este manual do usuário.

## TECHNICAL

## REGULATORY NOTICES



ENGLISH
DEUTSCH
FRANÇAIS
ITALIANO
ESPAÑOL
NEDERLANDS
NORSK
PORTGÊS
TECHNICAL

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Multimedia LCD Projector

# USER'S MANUAL

ENGLISH

Thank you for purchasing this LCD projector.

Please read the accompanying manual “SAFETY INSTRUCTIONS” and this “USER'S MANUAL” thoroughly to ensure correct usage of this projector. After reading, store this instruction manual in a safe place for future reference.

**NOTE:**

- The information in this manual is subject to change without notice.
- The manufacturer assumes no responsibility for any errors that may appear in this manual
- The reproduction, transmission or use of this document or contents is not permitted without express written authority.

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- Windows is a registered trademark of Microsoft Corporation.
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For "TECHNICAL" and "REGULATORY NOTICE", see the end of this manual.

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# *FEATURES*

This multimedia LCD projector is used to project various computer signals as well as NTSC / PAL / SECAM video signals onto a screen. Little space is required for installation and large images can easily be realized.

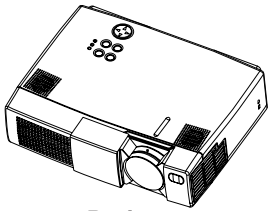
- **Outstanding brightness**
  The UHB lamp and high-efficiency optical system assure a high level of brightness.
- **Partial magnification function**
  Interesting parts of images can be magnified for closer viewing.
- **Distortion correction function**
  Distortion-free images are quickly available.

# *BEFORE USE*

## Contents of package

Make sure all of the following items are included in the package. If anything is missing, please contact BOXLIGHT at 800-762-5757 or 360-779-7901.

**NOTE**: Keep the original packing material for future shipments.

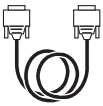


**Projector**

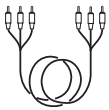
**Power Cord US Type**

**Power Cord Europe Type**

**User's Manual (this manual)**



**RGB Cable**

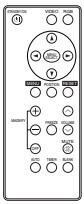


**Video/Audio Cable**

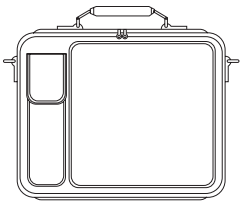
**Mouse cable (PS/2)**

**Projector Handle**

**Safety Instructions**



**Remote Controller containing Battery**



**Carrying Bag**

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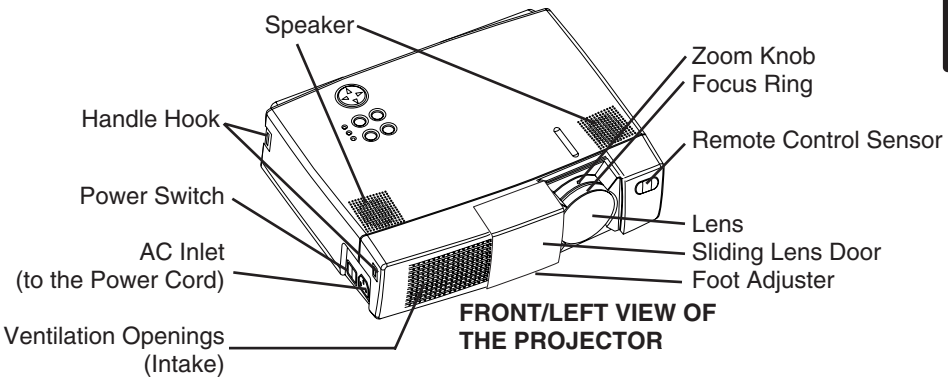
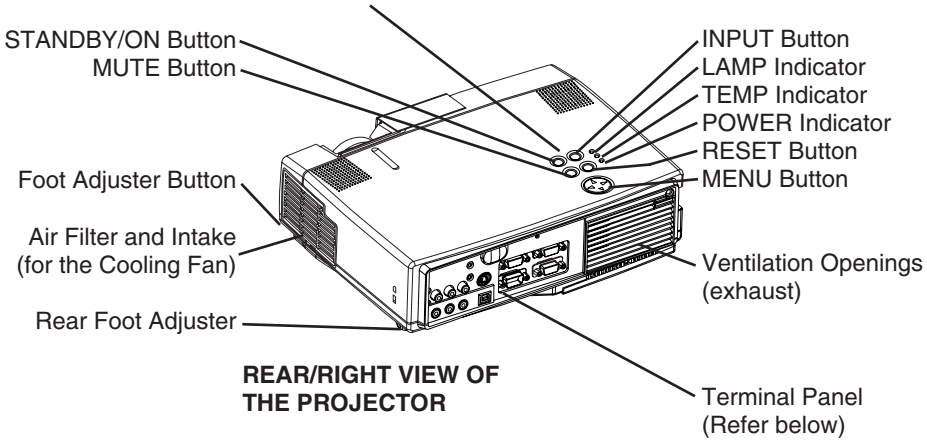
## Part Names

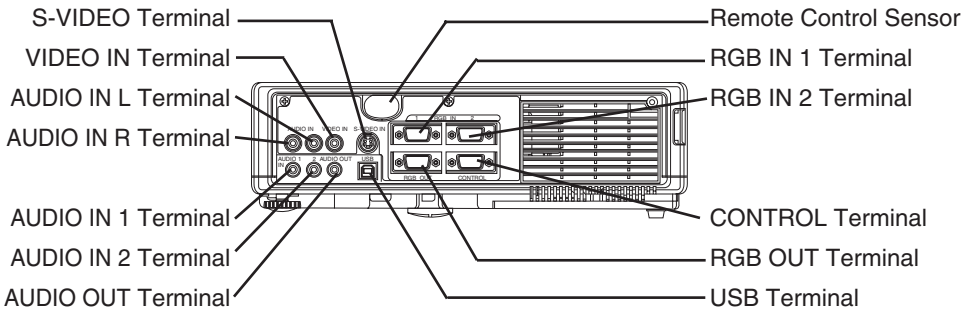



**FRONT/LEFT VIEW OF THE PROJECTOR**

Control Panel (Refer to P.9 "OPERATIONS")




**REAR/RIGHT VIEW OF THE PROJECTOR**




**TERMINAL PANEL**

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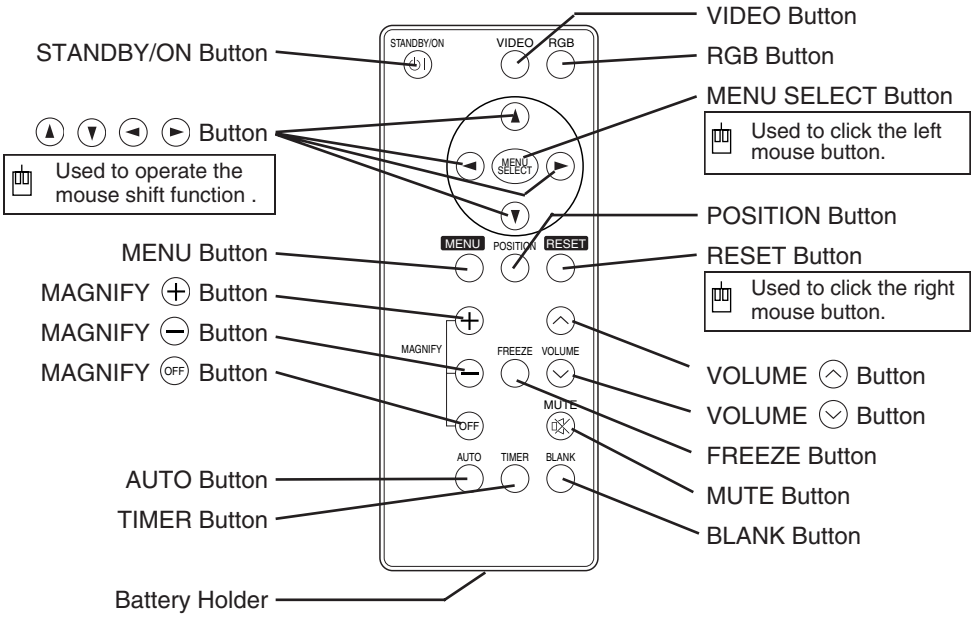
## Part Names (continued)




**REMOTE CONTROL TRANSMITTER**
(Refer to P.9 "OPERATIONS")

: These functions work when the mouse control function is activated. Remember, the POSITION, BLANK ON and MENU ON functions disable the mouse control function.

**NOTE**: To prevent any malfunction;
- Do not give the remote control transmitter any physical impact. Do not drop.
- Do not place heavy objects on the remote control transmitter.
- Do not wet the remote control transmitter or place it on any wet object.
- Do not place the remote control transmitter close to the cooling fan of the projector.
- Do not disassemble the remote control transmitter if it malfunctions. Please contact BOXLIGHT.

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## Installing the Batteries

**CAUTION**

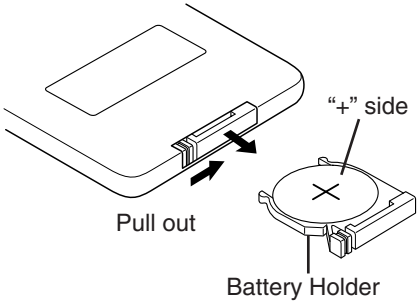
Danger of explosion if battery is incorrectly replaced.
Be careful in handling the battery according to instructions of the accompanying manual "SAFETY INSTRUCTIONS" and this manual.
Replace only with the same or equivalent type recommended by the manufacturer.
Use the 3V micro lithium battery type no. CR2025 only.
• When you dispose of the battery, follow the law in your area or country.
Keep the battery away from children and pets.

### First Loading:

In original packing, the battery is installed in the battery holder of the remote controller with protective film(the transparent film some of which is inside the battery folder). Pull out the protective film to load the battery.

### Replacing:

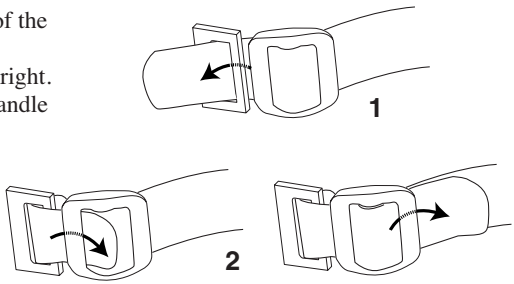
1. See the reverse side of the remote controller.
2. Pinch the groove and pull out battery holder as shown in the drawing on the right.
3. Remove the worn battery.
4. Install the new battery with "+" side facing up.
5. Push in and click the battery holder.




## Attaching the Projector Handle

Attach the enclosed handle.

1. Raise up the handle hook, and pass one end of the handle through the hole of handle hook.
2. Buckle the end of the handle, per diagram at right.
3. Fix the other end of the handle to the other handle hook in the same way.




**CAUTION**

Make sure the handle is firmly attached before carrying the projector with the handle. If the projector is dropped , it could result in an injury, and continued use could result in fire or electrical shock.

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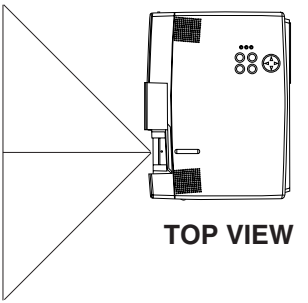
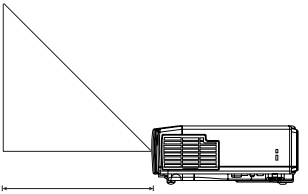
## Installation of the Projector and Screen

Refer to the drawing and table below to determine the screen size and projection distance.



TOP VIEW




SIDE VIEW

a: Distance from the LCD projector to the screen. The projection distances shown in the table below are for full size (800 x 600 dots) images.

**Table 1. Installation Reference**

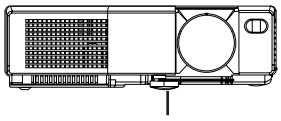
| Screen size (inches / meters) | a (inches / meters) | |
|---|---|---|
| | Min. | Max. |
| 40 / 1.0 | 65 / 1.65 | 78 / 1.98 |
| 60 / 1.5 | 98 / 2.5 | 117 / 2.97 |
| 80 / 2.0 | 131 / 3.3 | 157 / 3.99 |
| 100 / 2.5 | 163 / 4.1 | 196 / 4.98 |
| 120 / 3.0 | 196 / 4.98 | 236 / 6.0 |
| 150 / 3.8 | 246 / 6.25 | 295 / 7.5 |
| 200 / 5.1 | 328 / 8.3 | 394 / 10.0 |

**CAUTION**

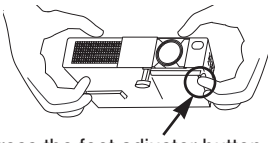
- Install the projector in a suitable environment according to instructions of the accompanying manual “SAFETY INSTRUCTIONS” and this manual.
- Use the liquid crystal projector at the horizontal position only. If you use this projector by the lens up position, the lens down position or the side up position, this may cause the heat inside to build up and cause damage. Be especially careful not to install it with ventilation holes blocked.

## Angle Adjustment

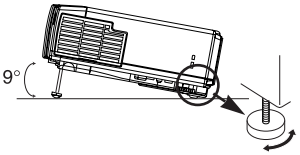
Use the foot adjuster on the bottom of the projector to adjust the projection angle. It is variable within 0˚ to 9˚ approximately.



Foot Adjuster



Press the foot adjuster button




Rear Foot Adjuster

1. Lift up the front side of the projector, and pressing the foot adjuster button, adjust the projection angle.
2. Release the button to lock at the angle to be fixed.
3. Turn the rear foot adjuster to adjust the left-right slope.

**CAUTION**

Do not release the foot adjuster button unless the projector is being held; otherwise, the projector could overturn or the fingers could get caught and cause personal injury.

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# Cabling

### RGB signal input:

Connect the RGB IN 1 or 2 terminal of the projector to the RGB signal output of the computer by the enclosed RGB cable.
For some modes, the optional Mac adapter is necessary. Consult BOXLIGHT if you have any questions regarding connection to an Apple computer.
Some computers may have multiple display screen modes. Use of some of these modes will not be possible with this projector.

### Audio signal input (from computer) :

Connect the AUDIO IN 1 or 2 terminal of the projector to the audio signal output of the computer by the optional audio cable.

### Video signal input:

Connect the VIDEO IN terminal of the projector to the video signal output of the video tape recorder by the enclosed video/audio cable.
For S-Video signal, use the S-VIDEO IN terminal of the projector and the optional S-Video cable with Mini DIN 4-pin jack.

### Audio signal input (from video tape recorder) :

Connect the AUDIO IN R and L terminals of the projector to the audio output of the video tape recorder by the enclosed video/audio cable with RCA jack.

### RGB signal output:

Connect the RGB OUT terminal of the projector to the RGB signal input terminal of the monitor by the optional RGB cable with D-sub 15-pin shrink jack and inch thread screws.

### Audio signal output:

Connect the AUDIO OUT terminal of the projector to the audio signal input terminal of the speaker by the optional audio cable with stereo mini jack.

### PS/2, ADB , Serial or RS-232C communication:

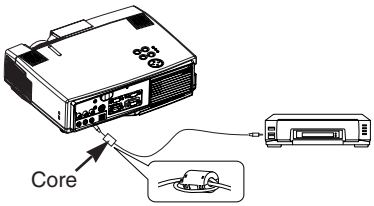
Connect the CONTROL terminal of the projector to the computer by an appropriate cable.
For PS/2 mouse control (for IBM and compatible) use the enclosed mouse cable. For others, contact BOXLIGHT to purchase optional cables.

### USB communication (mouse control only):

Connect the USB jack (B type) of the projector to the USB jack (A type) of the computer by optional USB cable.

### CAUTION

- Incorrect connections could result in fire or electrical shock. Please read this manual and the separate “SAFETY INSTRUCTIONS”.
- Before connecting, turn off power to all devices to be connected, except when connecting the USB cable.
- The cables (Power cord, RGB cable and other cables) may have to be used with the core set to the projector side. Use the cables which are included with the projector or specified.




### NOTE:

- Before connecting, read the instruction manuals of the devices to be connected, and make sure that the projector is compatible with the device.
- Secure the screws on the D-sub connectors and tighten.
- Refer to the TECHNICAL section for the pin assignment of connectors and RS-232C communication data.

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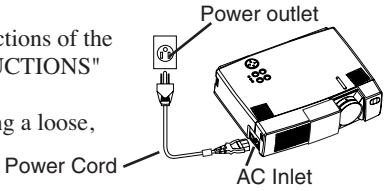
## Power Connection

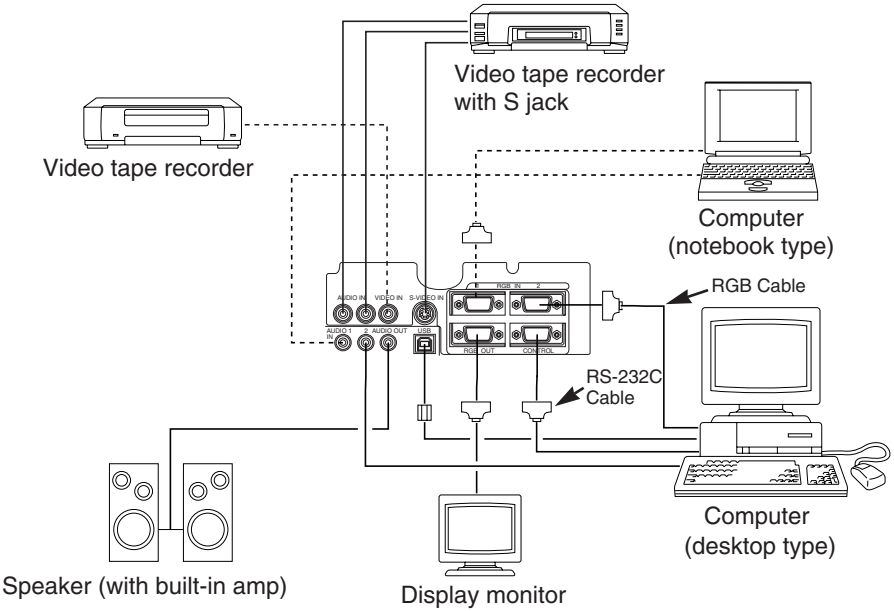
Use the correct one of the enclosed power cords depending on the power outlet to be used.
Connect the AC inlet of the projector to the power outlet firmly by the power cord.

**WARNING**

- Handle the power cord according to instructions of the accompanying manual "SAFETY INSTRUCTIONS" and this manual.
- Connect the power cord firmly. Avoid using a loose, unsound outlet or contact failure.




## Example of system setup




**NOTE:**

When connecting with notebook computer, activate the RGB external image output (setting CRT display or simultaneous display of LCD and CRT). Please read instruction manual of the notebook for more information.

## Plug & Play

This projector is VESA DDC 1/2B compatible. Plug & play is possible by connecting to a computer that is VESA DDC (Display Data Channel) compatible.
(Plug & play is a system configured with peripheral equipment including a computer and display, and an operating system.)

**NOTE**:

- Use the RGB cable included with this projector when using plug & play. With other cables, pins (12), (15) are sometimes not connected.
- Plug & play is available only when the RGB cable is connected to the RGB IN 1 terminal.

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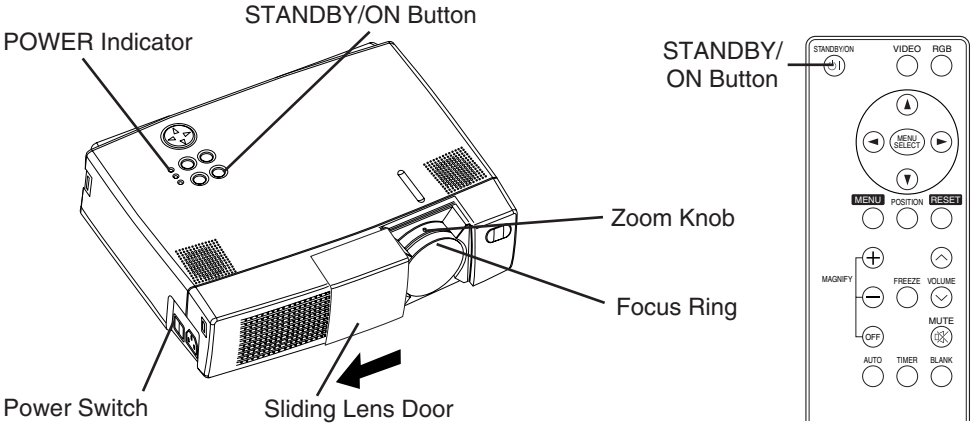
# Switching the Power Supply ON/OFF

## Switching Power ON

1. Check that the power cord is connected correctly.
2. Set the power switch to [ | ]. The standby mode is selected, and the Power indicator is turned to orange.
3. Press the STANDBY/ON button on the control panel or the remote control transmitter. Warm-up begins and the Power indicator blinks in green.
4. The Power indicator ceases blinking and turns to green when power is on. Open the sliding Lens Door.
5. Adjust picture size using the projection lens Zoom Knob.
6. Adjust focus using the projection lens Focus Ring.




## Switching Power OFF

1. Press the STANDBY/ON button on the control panel or the remote control transmitter for approximately 2 seconds. The projector lamp is extinguished and lamp cooling begins. The Power indicator blinks orange during lamp cooling. Pressing the STANDBY/ON button has no effect while the Power indicator is blinking.
2. The system assumes the Standby mode when cooling is complete, and the Power indicator ceases blinking and changes to orange. When the indicator is orange, set the Power switch to [O].
3. The Power indicator is extinguished when power is off. Do not forget to close the lens door.

**WARNING**
Please read this manual, and the separate "SAFETY INSTRUCTIONS" thoroughly before using the equipment. Always ensure that the equipment is used safely.

**NOTE:**

- Except in emergencies, do not turn off unless the Power indicator is orange as it will reduce the life of the projector lamp.
- To prevent problems, turn on/off the projector when the computer or video tape recorder is OFF. Providing a RS-232C cable is connected, turn on the computer before the projector.

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## Basic Operation

The Basic operations shown in Table 2 can be controlled from the projector control panel or the supplied remote control transmitter. (items indicated by * may be used from the control panel)

**NOTE:** Use the remote control transmitter at a distance of approximately 10 feet (3m) from the sensor on the front of the projector, and within a range of 30° left-right. Strong light and obstacles will interfere with operation of the remote control transmitter.

### Table 2 . Basic Operation

| Item | Description |
|---|---|
| INPUT SELECT | **Changes in input signal in sequence:** Press INPUT button.*<br>RGB1 → RGB2 → VIDEO → S-VIDEO (→ RGB1)<br>**Select RGB input:** Press RGB button.<br>VIDEO/S-VIDEO → RGB1/RGB2 RGB2 ↔ RGB1<br>**Select VIDEO/S-VIDEO input:** Press VIDEO button.<br>RGB1/RGB2 → VIDEO/S-VIDEO S-VIDEO ↔ VIDEO<br>• The selected signal name is displayed for approximately three seconds when the input signal is changed. |
| POSITION | **Set/Clear position adjustment mode:** Press POSITION button.<br>The [] icon is displayed in the POSITION mode.<br>**Image position adjustment:** Press the , , and buttons in the position adjustment mode.<br>• Valid only in the MAGNIFY mode with VIDEO/S-VIDEO input.<br>• The [] icon is extinguished, and the position adjustment mode cleared automatically, after approximately ten seconds of inactivity.<br>, , and buttons may operate as the mouse control button. Refer to P.4. |
| RESET * | **Initialize menu items:** Select an item and press the RESET button.<br>**Initialize position adjustment:** Press the RESET button and the POSITION mode.Valid only when RGB signal is input.<br>• Valid except for VOLUME, LANGUAGE and H PHASE.<br>• RESET button may operate as the mouse control button. Refer to P.4. |
| MAGNIFY | **Set MAGNIFY mode:** Press the MAGNIFY button.<br>**Move magnified area:** Run Position Adjustment in MAGNIFY mode.<br>**Adjust magnification:** Press MAGNIFY / in MAGNIFY mode.<br>**Clear MAGNIFY mode:** Press MAGNIFY button.<br>• MAGNIFY is cleared by running or setting AUTO, ASPECT, INPUT SELECT or VIDEO, or by changing the input signal. |
| FREEZE | **Set/Clear FREEZE mode:** Press FREEZE button.<br>The [▮▮] icon is displayed, and the image is frozen, in the FREEZE mode.<br>• FREEZE is cleared by running or setting POSITION, VOLUME, MUTE, Auto Adjust, BLANK ON/OFF, or MENU ON/OFF, or by changing the input signal.<br>• Do not forget to clear frozen static images. |

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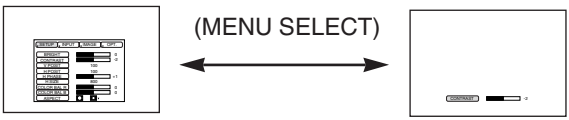
**Table 2. Basic Operation (continued)**

| Item | Description |
|---|---|
| VOLUME | **Volume adjustment :** Reduce VOLUME ⌄ ↔ Increase VOLUME ⌃ |
| MUTE * | **Set/Clear Mute mode:** Press the MUTE button.<br>No sound is heard in the MUTE mode. |
| AUTO | **Automatic adjustment at RGB input:** Press the AUTO button.<br>Horizontal position(H.POSIT), vertical position (V.POSIT),clock phase (H.PHASE), and horizontal size(H.SIZE) are automatically adjusted. Use with the window at maximum size in the application display.<br>**Automatic adjustment at VIDEO/S-VIDEO input:**<br>Press the AUTO button.<br>A signal type appropriate for the input signal is selected automatically. Valid only when AUTO is set for VIDEO on the menu.<br>• This operation requires approximately ten seconds. It may not function correctly with some input signals. |
| TIMER ON/OFF | **Timer start/stop:** Press the TIMER button.<br>Count-down and display by the minute from the initial value (1~99) set in TIMER on the Options menu to 0.<br>• The timer is not displayed in the BLANK MODE or FREEZE MODE. |
| BLANK ON/OFF | **Set/Clear Blank mode:** Press the BLANK button.<br>No image is displayed in the Blank mode. The screen color is as set in BLANK on the Image menu. |
| MENU ON/OFF * | **Menu display start/stop:** Press the MENU button.<br>• The menu display is terminated automatically after approximately ten seconds of inactivity. |
| MENU SELECT | **Select menu type:** Press the MENU SELECT button.<br>Allows the user to select the normal menu or the single menu. Only the selected item is displayed on the single menu, and other items are displayed with the ⌃ and ⌄ buttons as with the normal menu.<br>• Valid only when the Setup menu is used. Push the MENU SELECT button after selecting items such as "BRIGHTNESS".<br>• MENU SELECT button may operate as the mouse control button. Refer to P.4.<br>**Normal menu** (MENU SELECT) **Single menu**<br>  |

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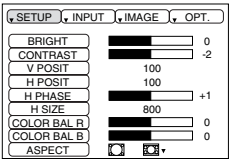
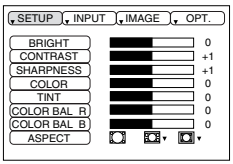
## Setup Menu

The following adjustments and settings are possible when SETUP is selected at the top of the menu. Part of the Setup menu differs between RGB input and VIDEO/S-VIDEO input. Select an item with the ▲ and ▼ buttons, and start operation. Use the Single menu to reduce menu size (see Table 2 MENU SELECT on page 11).




RGB




VIDEO/S-VIDEO

**Table 3. Setup Menu**

| Item | Description | RGB | VIDEO S-VIDEO |
|---|---|---|---|
| BRIGHT | **Adjustment:** Dark ◄ ↔ Light ► | ✔ | ✔ |
| CONTRAST | **Adjustment:** Weak ◄ ↔ Strong ► | ✔ | ✔ |
| V POSIT | **Adjustment:** Down ◄ ↔ Up ► | ✔ | - |
| H POSIT | **Adjustment:** Left ◄ ↔ Right ► | ✔ | - |
| H PHASE | **Adjustment:** Left ◄ ↔ Right ►<br>• Adjust to eliminate flicker. | ✔ | - |
| H SIZE | **Adjustment:** Small ◄ ↔ Large ►<br>• The image may not be displayed correctly if the horizontal size is excessive. In such cases, press the RESET button, and initialize the horizontal size. | ✔ | - |
| SHARPNESS | **Adjustment:** Soft ◄ ↔ Clear ► | - | ✔ |
| COLOR | **Adjustment:** Light ◄ ↔ Dark ► | - | ✔ |
| TINT | **Adjustment:** Red ◄ ↔ Green ►<br>• Valid only when NTSC or NTSC 4.43 signal is received. | - | ✔ |
| COLOR BAL R | **Adjustment:** Light ◄ ↔ Dark ► | ✔ | ✔ |
| COLOR BAL B | **Adjustment:** Light ◄ ↔ Dark ► | ✔ | ✔ |
| ASPECT | **Select image aspect ratio:** 4:3[ ] ◄ ↔ ► 16:9[ ]<br>**Select position of image:**<br>Press ▼ button while 16:9[ ] is selected.<br>Center → ▼ Down → ▼ Up ( → Center ▼ ) | ✔ | - |
| | **Select image aspect ratio:**<br>4:3[ ] ◄ ↔ ► 16:9[ ] ◄ ↔ ► 4:3 small[ ]<br>**Select position of image:**<br>Press ▼ button while 16:9[ ]/4:3 small[ ] is selected.<br>Center → ▼ Down → ▼ Up ( → Center ▼ )<br>• 4:3 small may not be displayed correctly with some input signals. | - | ✔ |

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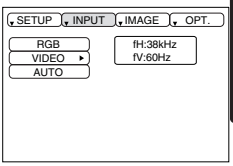
## Input Menu

The following functions are available when INPUT is selected on the menu. Select an item with the ▲ and ▼ buttons, and start or stop operation with the ► and ◄ buttons.




### Table 4. Input Menu

| Item | Description |
|---|---|
| RGB | **Displays RGB input frequency:** Displays the horizontal and vertical sync signal frequency for RGB input.<br>• Valid only at RGB input. |
| VIDEO | **Select video signal type:**<br>Select the signal type with the ▲ and ▼ buttons.<br>Select NTSC, PAL, SECAM, NTSC4.43, M-PAL, or N-PAL as appropriate for the input signal.<br>Auto Adjust is valid at VIDEO/S-VIDEO input when AUTO is selected, and is then used for automatic selection of the signal type.<br>• Use this function when the image becomes unstable (eg. the image becomes irregular, or lacks color).<br>• Auto Adjust requires approximately ten seconds. It may not function correctly with some input signals. Pressing the AUTO button in this case may correct this problem. |
| AUTO | **Automatic adjustment at RGB input:** Select EXECUTE with the ▲ button.<br>Horizontal position, vertical position, clock phase, and horizontal size are automatically adjusted when EXECUTE is selected. Use with the window at maximum size in the application display.<br>**Automatic adjustment at VIDEO/S-VIDEO input:**<br>Select EXECUTE with the ▲ button.<br>A signal type appropriate for the input signal is selected automatically when EXECUTE is selected. Valid only if AUTO is selected in VIDEO (see above).<br>• This operation requires approximately ten seconds. It may not function correctly with some input signals. Pressing the AUTO button in this case may correct this problem.<br>• This function is the same as for Auto Adjust in Basic operation. |

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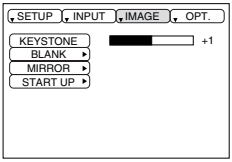
## Image Menu

The following adjustments and settings are available when IMAGE is selected on the menu. Select an item with the ▲ and ▼ buttons, and start operation.




### Table 5. Image Menu

| Item | Description |
|---|---|
| KEYSTONE | **Adjustment:**<br>Reduce size of bottom of image ◄ ↔ Reduce size of top of image ►<br>• When this function is activated, the image may not be displayed correctly with some input signals. |
| BLANK | **Select blank screen color:** Select color with the ◄ and ► buttons.<br>• The image is cleared when the BLANK mode is set with BLANK ON, or when there is no signal, and the entire screen is displayed in the selected color. |
| MIRROR | **Operation start/stop:** Press the ► or ◄ button.<br>**Select Mirror status:** Select mirror status with ▲ and ▼ buttons. |
| START UP | **Operation start/stop:** Press the ► or ◄ button.<br>**Setup initial screen display:** Select TURN ON with the ▲ button.<br>**Clear initial screen display:** Select TURN OFF with the ▼ button.<br>• Note that if TURN OFF is selected the blank screen is displayed in blue when there is no signal. |

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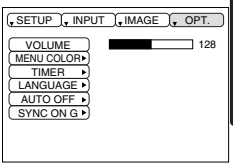
## Options Menu

The following adjustments and settings are available when OPT. is selected on the menu. Select an item with the ▲ and ▼ buttons, and start operation.




### Table 6. Options Menu

| Item | Description |
|---|---|
| VOLUME | **Volume adjustment:** Reduce VOLUME ◄ ↔ Increase VOLUME ► |
| MENU COLOR | **Select menu background color:** Select with the ► and ◄ buttons. |
| TIMER | **Operation start/stop:** Press the ► or ◄ button.<br>**Setup initial timer value:**<br>Set 1~99 minutes with the ▲ and ▼buttons. |
| LANGUAGE | **Operation start/stop:** Press the ► or ◄ button.<br>**Select menu display language:** Select with the ▲ and ▼ buttons. |
| AUTO OFF | **Operation start/stop:** Press the ► or ◄ button.<br>**Set AUTO OFF:** Set 1~99 minutes with the ▲ and ▼ buttons.<br>The system automatically enters the standby mode when a signal is not received for the set time.<br>**Clear AUTO OFF:** Select STOP (0 min.) with the ▼ button.<br>When STOP is selected the system does not enter the standby mode even if no signal is received. |
| SYNC ON G | **Operation start/stop:** Press the ► or ◄ button.<br>**SYNC ON G valid:** Select TURN ON with the ▲ button.<br>**SYNC ON G invalid:** Select TURN OFF with the ▼ button.<br>• May not be displayed correctly with some input signals when SYNC ON G is valid. In such cases, remove the signal connector so that no signal is received, set SYNC ON G to invalid, and reconnect the signal. |

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## No Signal Menu

The same adjustments and settings are available as with the Image and Options menus when the MENU button is pressed during display of the "NO INPUT IS DETECTED ON ***" or "SYNC IS OUT OF RANGE ON ***" message while no signal is received.

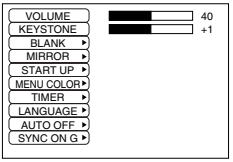


**Table 7. No Signal Menu**

| Item | Description |
|---|---|
| VOLUME | **Volume adjustment:** Reduce VOLUME ◄ ↔ Increase VOLUME ► |
| KEYSTONE | **Adjustment:**<br>Reduce size of bottom of image ◄ ↔ Reduce size of top of image ► |
| BLANK | **Select blank screen color:** Select color with the ◄ and ► buttons.<br>• When the blank mode is set with BLANK ON, by absence of a signal, or by input of a non-standard signal, the image is cleared and the complete screen is displayed in the selected colour. |
| MIRROR | **Operation start/stop:** Press the ► or ◄ button.<br>**Select Mirror status:** Select mirror status with ▲ and ▼ buttons. |
| START UP | **Operation start/stop:** Press the ► or ◄ button.<br>**Setup initial screen display:** Select TURN ON with the ▲ button.<br>**Clear initial screen display:** Select TURN OFF with the ▼ button.<br>• Note that if TURN OFF is selected the blank screen is displayed in blue when there is no signal. |
| MENU COLOR | **Select menu background color:** Select with the ► and ◄ buttons. |
| TIMER | **Operation start/stop:** Press the ► or ◄ button.<br>**Setup initial timer value:** Set 1~99 minutes with the ▲ and ▼ buttons. |
| LANGUAGE | **Operation start/stop:** Press the ► or ◄ button.<br>**Select menu display language:** Select with the ▲ and ▼ buttons. |
| AUTO OFF | **Operation start/stop:** Press the ► or ◄ button.<br>**Set AUTO OFF:** Set 1~99 minutes with the ▲ and ▼ buttons.<br>The system automatically enters the standby mode when a signal is not received for the set time.<br>**Clear AUTO OFF:** Select STOP (0 min.) with the ▼ button.<br>When STOP is selected the system does not enter the standby mode even if no signal is received. |
| SYNC ON G | **Operation start/stop:** Press the ► or ◄ button.<br>**SYNC ON G valid:** Select TURN ON with the ▲ button.<br>**SYNC ON G invalid:** Select TURN OFF with the ▼ button.<br>• May not be displayed correctly with some input signals when SYNC ON G is valid. In such cases, remove the signal connector so that no signal is received, set SYNC ON G to invalid, and reconnect the signal. |

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## Lamp

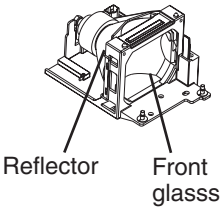
**HIGH VOLTAGE**
**HIGH TEMPERATURE**
**HIGH PRESSURE**

Contact BOXLIGHT before replacing the lamp.
(Option lamp: CP731I-930)
Before replacing the lamp, switch power OFF, remove the power cord from the power outlet, and wait approximately 45 minutes until the lamp has cooled. The lamp may explode if handled at high temperatures.

**WARNING**

- Dispose of used lamp according to the instruction of community authorities.
- Since the lamp is made of glass, do not apply shock to it and do not scratch it.
- Also, do not use old lamp. This could also cause explosion of the lamp.
- If it is probable that the lamp has exploded (explosive sound is heard), disconnect the power plug from the power outlet and ask BOXLIGHT.
  The lamp is covered by front glass , but, in rare cases, the reflector and the inside of the projector may be damaged by scattered broken pieces of glass, and broken pieces could cause injury when being handled.
- Do not use the projector with the lamp cover removed.

**Lamp**




### Lamp Life

Projector lamps have a finite life. The image will become darker, and hues will become weaker, after a lamp has been used for a long period of time.
Replace the lamp if the LAMP indicator is red, or the CHANGE THE LAMP message (see P.20 Table 8) appears when the projector is switched ON.

**NOTE:**

The LAMP indicator is also red when the lamp unit reaches high temperature. Before replacing the lamp, switch power OFF, wait approximately 20 minutes, and switch power ON again. If the LAMP indicator is still red, replace the lamp.

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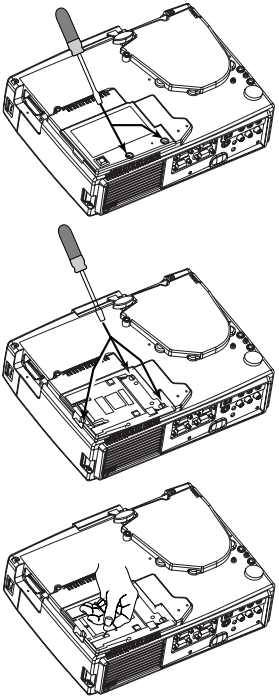
## Replacing the Lamp



1. Switch the projector OFF, remove the power cord from the power outlet, and wait at least 45 minutes for the unit to cool.
2. Prepare a new lamp.
3. Check that the projector has cooled sufficiently, and gently turn it upside down.
4. Loosen the two screws as shown in the diagram, and remove the lamp cover.
5. Loosen the three screws, and gently remove the lamp while holding the grips. Touching the inside of the lamp case may result in uneven coloring of the projected image.
6. Install the new lamp and tighten the three screws firmly.
7. Replace the lamp cover in position and tighten the two screws firmly.
8. Gently turn the projector right-side up.

**CAUTION**

- Ensure that screws are tightened properly. Screws not tightened fully may result in injury or accidents.
- Do not use the projector with the lamp cover removed.

## Resetting the Lamp Timer

Reset the lamp timer after replacing the lamp. When the lamp has been replaced after the LAMP indicator is red, or the CHANGE THE LAMP message is displayed, complete the following operation within 10 minutes of switching power ON. The power will be turned off automatically in 10 minutes.

1. Switch power ON, and press the TIMER button on the remote control transmitter, or the RESET ⊜ button on the control panel, for approximately 3 seconds. The 'LAMP xxxx hr' message will appear on the lamp timer on the bottom of the screen.
2. Press the MENU button on the remote control transmitter, or the RESET button on the control panel, while the lamp timer is displayed. The 'LAMP xxxx ☐ → 0 ■ CANCEL' message will then appear.
3. Press the ◄ and select 0, and wait until the timer display is cleared.

**NOTE:**

Do not reset the lamp timer without replacing the lamp. Reset the lamp timer always when replacing the lamp. The message functions will not operate properly if the lamp timer is not reset correctly.

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## Air Filter Maintenance

The air filter should be cleaned as described below at intervals of approximately 100 hours.

1. Switch the projector power supply OFF, and remove the power cord from the power outlet.
2. Clean the air filter with a vacuum cleaner.

**CAUTION**

- Switch power OFF and remove the power cord from the power outlet before beginning maintenance work. Please read the separate "SAFETY INSTRUCTIONS" thoroughly to ensure that maintenance is performed correctly.
- Replace the air filter if contamination cannot be removed, or if it is damaged. Contact BOXLIGHT for service.
- Do not use the equipment with the air filter removed.
- When the air filter is clogged with dust etc. the CHECK AIR FLOW message appears on the screen and the power supply is switched OFF automatically to prevent the temperature rising inside the projector.

## Other Maintenance

### Maintenance Inside the Equipment

For safety reasons, ensure that the equipment is cleaned and checked by BOXLIGHT once every two years. Maintaining the equipment by yourself is dangerous.

### Cleaning the Lens

Gently wipe the lens with lens cleaning paper. Do not touch the lens with your hands.

### Cleaning the Cabinet and Remote control transmitter

Gently wipe with a soft cloth. If dirt and stains etc. are not easily removed, use a soft cloth dampened with water, or water and a neutral detergent, and wipe dry with a soft, dry cloth.

**CAUTION**

- Switch power OFF and remove the power cord from the power outlet before beginning maintenance work. Please read the separate "SAFETY INSTRUCTIONS" thoroughly to ensure that maintenance is performed correctly.
- Do not use detergents or chemicals other than those noted above (e.g. benzene or thinners).
- Do not use cleaning sprays.
- Do not rub with hard materials, or tap the equipment.

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## OSD Message

The messages as described below may appear on the screen at power ON. Take the appropriate measures when such a message appears.

### Table 8. OSD Messages

| Message | Contents |
|---|---|
| CHANGE THE LAMP<br>AFTER REPLACING LAMP,<br>RESET THE LAMP TIME.<br>*1) | The message shown at left appears after the lamp has been used for more than 1700 hours.<br>The lamp is approaching the end of its life.<br>Power is switched OFF automatically when the lamp reaches the end of its life. Prepare a new lamp for installation.<br>Always reset the lamp timer after replacing the lamp. |
| CHANGE THE LAMP<br>AFTER REPLACING LAMP,<br>RESET THE LAMP TIME.<br>THE POWER WILL TURN OFF<br>AFTER ** hr.<br>*1) | The lamp will reach the end of its life in ** hours.<br>Power will be switched OFF automatically in ** hours.<br>Replace the lamp as shown in P.17 “Lamp”.<br>Always reset the lamp timer after replacing the lamp. |
| CHANGE THE LAMP<br>AFTER REPLACING LAMP,<br>RESET THE LAMP TIME.<br>THE POWER WILL<br>TURN OFF<br>AFTER 0 hr. | The lamp has reached the end of its life. Power will be switched OFF in a few minutes.<br>Switch power OFF immediately and replace the lamp as shown in P.17 “Lamp”.<br>Always reset the lamp timer after replacing the lamp. |
| NO INPUT IS DETECTED<br>ON *** | No input signal found.<br>Check signal input connections and signal sources. |
| SYNC IS OUT OF RANGE<br>ON *** | The horizontal or vertical frequency of the input signal is not within the specified range.<br>Check the specifications of the equipment and the signal source. |
| CHECK THE AIR FLOW | The internal temperature has risen.<br>Switch power OFF, and wait 20 minutes until the equipment cools.<br>Check the following and Switch power ON again.<br>• Are the ventilation openings blocked?<br>• Is the air filter dirty?<br>• Is the ambient temperature in excess of 35°C? |

*1) This message is cleared automatically after approximately three minutes, and appears every time power is switched ON.

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## Indicators Message

The POWER indicator, LAMP indicator, and TEMP indicator are lit and blank as follows. Take the appropriate measures.

### Table 9. Indicators Message

| POWER indicator | LAMP indicator | TEMP indicator | Status |
|---|---|---|---|
| Lights orange | Turns off | Turns off | The Standby mode has been set. |
| Blinks green | Turns off | Turns off | Warming up. Please wait. |
| Lights green | Turns off | Turns off | ON. Normal operation possible. |
| Blinks orange | Turns off | Turns off | Cooling. Please wait. |
| Lights red | Lights red | Turns off | Lamp is not lit.<br>The interior of the equipment may be too hot. Switch power OFF, wait 20 minutes until the equipment cools, and Switch power ON again. Replace the lamp if the same problem occurs. |
| Lights red | Blinks red | Turns off | Lamp or lamp cover is not found, or hasn't been fitted in correctly.<br>Switch power OFF, and wait for 45 minutes until the equipment cools. Check fitting of the lamp and lamp cover, and switch power ON again. Contact BOXLIGHT if the same problem occurs again. |
| Lights red | Turns off | Blinks red | The cooling fan is not operating.<br>Switch power OFF, and wait for 20 minutes until the equipment cools. Check for foreign matters in the fan, and switch power ON again. Contact BOXLIGHT if the same problem occurs again. |
| Lights red | Turns off | Lights red | The interior of the equipment is too hot. *2)<br>Switch power OFF, and wait for 20 minutes until the equipment cools. Check whether the ventilation openings are blocked, whether the air filter is dirty, or whether the ambient temperature exceeds 35 °C. Then switch power ON again. Contact BOXLIGHT if the same problem occurs again. |

*2) When the internal temperature becomes excessive power is switched OFF automatically for safety reasons, and the indicator is extinguished. Set the power switch to [O] and wait for 20 minutes until the equipment has cooled sufficiently.

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## Symptom Chart

Before requesting repair, consult the following chart. If the situation cannot be corrected, then contact BOXLIGHT at 800-762-5757 or 360-779-7901.

### Table 10. Symptom Chart

| Symptom | Possible cause | Remedy | Page |
|---|---|---|---|
| The power is not turned on. | The main power switch is not turned on. | Turn on the main power switch. | 8,9 |
| | The power cord is disconnected. | Plug the power cord into an AC power outlet. | |
| No video or audio. | The input is not correctly set. | Use the projector or remote control transmitter to set. | 10 |
| | No signal input. | Connect correctly. | 7,8 |
| Video is present but no audio. | The projector is not correctly connected. | Connect correctly. | 7,8 |
| | The volume is set to minimum. | Press VOLUME ⌃ on the remote control or display the menu screen and adjust the volume. | 11,15 |
| | Mute is turned on. | Press the MUTE button. | 11 |
| Audio is present but no video. | The projector is not correctly connected. | Connect correctly. | 7,8 |
| | The brightness adjustment is set to full off. | Select BRIGHT with the MENU button and the press the ⊳ button. | 12 |
| | The slide lens door is still closed. | Open the slide lens door. | 9 |
| Colors are pale and color matching is poor. | Color density and color matching are not correctly adjusted. | Adjust the video. | 12 |
| Images are dark. | Brightness and contrast are not correctly adjusted. | Adjust the video. | 12 |
| | The lamp is nearing the end of its service life. | Replace with a new lamp. | 17 |
| Video is blurred. | Focus or H PHASE is out of adjustment. | Adjust the focus or H PHASE. | 9,12 |

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# *SPECIFICATIONS*



**NOTE** : These specifications are subject to change without notice.

**Table 11. Specifications**

| Item | | Specification |
|---|---|---|
| Product name | | BOXLIGHT CP-630i |
| Liquid crystal panel | Panel size | 2.3 cm (0.9 type) |
| | Drive system | TFT active matrix |
| | Pixels | 480,000 pixels (800 horizontal x 600 vertical) |
| Lens | | Zoom lens F=1.7 ~ 2.0 f=37.5 ~ 45.1 mm |
| Lamp | | 160 W UHB |
| Speaker | | 1.0 W + 1.0W (Stereo) |
| Power supply | | AC100 ~ 120V, 2.8A / AC220 ~ 240V, 1.2A |
| Power consumption | | 250W |
| Temperature range | | 0 ~ 35°C (Operating) |
| Size | | 298 (W) x 94.6 (H) x 228 (D) mm |
| Weight (mass) | | 3.25 kg |
| RGB signal input | RGB IN 1/2 | Video: Analog 0.7Vp-p, 75Ω terminator (positive)<br>H/V. sync.: TTL level (positive/negative)<br>Composite sync.: TTL level<br>D-sub 15-pin shrink jack |
| | AUDIO IN 1/2 | 200mVrms, 50 kΩ (max. 3.0Vp-p)<br>Stereo mini jack |
| Video signal input | VIDEO IN | 1.0Vp-p, 75Ω terminator<br>RCA jack |
| | S-VIDEO IN | Brightness signal: 1.0Vp-p, 75Ω terminator<br>Color signal: 0.286Vp-p (burst signal), 75Ω terminator<br>Mini DIN 4-pin jack |
| | AUDIO IN R/L | 200mVrms, 50 kΩ (max. 3.0Vp-p)<br>RCA jack |
| Signal output | RGB OUT | Video: Analog 0.7Vp-p, 75Ω output impedance (positive)<br>H/V. sync.: TTL level (positive/negative)<br>Composite sync.: TTL level<br>D-sub 15-pin shrink jack |
| | AUDIO OUT | 200mVrms, output impedance 1 kΩ (max. 3.0Vp-p)<br>Stereo mini jack |
| Control functions | CONTROL | D-sub 15-pin shrink plug |
| | USB | USB jack (B type) |

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# *WARRANTY*

## LIMITED WARRANTY

BOXLIGHT CORPORATION("BOXLIGHT") warrants that each Boxlight CP-630i ("the Product") sold hereunder will conform to and function in accordance with the written specifications of BOXLIGHT. Said limited warranty shall apply only to the first person or entity that purchases the Product for personal or business use and not for the purpose of distribution resale. Said warranty shall continue for a period of two (2) years from the date of such purchase. BOXLIGHT does not warrant that the Product will meet the specific requirements of the first person or entity that purchases the Product for personal or business use. Lamp is warrantied for 120 days.

BOXLIGHT CORPORATION's liability for the breach of the foregoing limited warranty is limited to the repair or replacement of the Product or refund of the purchase price of the Product, at BOXLIGHT's sole option. To exercise the Purchaser's rights under the foregoing warranty, the Product must be returned at the Purchaser's sole cost and expense, to BOXLIGHT or any authorized service center provided, however, that the Product must be accompanied by a written letter explaining the problem and which includes (i) proof of purchase; (ii) the dealer's name; (iii) the model and serial number of the Product. A return authorization number, issued by the BOXLIGHT customer service department, must also be clearly displayed on the outside of the shipping carton containing the Product.

## WARRANTY LIMITATION AND EXCLUSION

BOXLIGHT CORPORATION shall have no further obligation under the foregoing limited warranty if the Product has been damaged due to abuse, misuse, neglect, accident, unusual physical or electrical stress, unauthorized modification, tampering, alterations, or service other than by BOXLIGHT or its authorized agents, causes other than from ordinary use or failure to properly use the Product in the application for which said Product is intended.

## DISCLAIMER OR UNSTATED WARRANTIES

The warranty printed above is the only warranty applicable to this purchase.
All other warranties express or implied, Including, but not limited to, the implied warranties or merchantability and fitness for a particular purpose are disclaimed. There are no warranties that extend beyond the face of hereof and the forgoing warranty shall not be extended, altered or varied except by written instrument signed by BOXLIGHT CORPORATION.

## LIMITATION OF LIABILITY

It is understood and agreed that BOXLIGHT's liability whether in contract, in tort, under any warranty, in negligence or otherwise, shall not exceed the return of the amount of the purchase price paid by purchaser and under no circumstances shall BOXLIGHT be liable for special, indirect or consequential damages. The price stated for the Product is a consideration in limiting BOXLIGHT's liability. No action regardless of form, arising out of the agreement to purchase the product, may be brought by purchaser more than one year after the cause of action has accrued.

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